

John Sands  
Sega SC3000  
Personal Computer



**Users Instructions,  
Warranty and  
Registration Form**

Congratulations on owning

The Computer of Tomorrow.

Before using your John Sands Sega  
SC3000, please make sure you read  
this manual carefully.

Remember too, to only use original  
John Sands Sega Cartridges with this  
computer.

# Users Instructions, Warranty and Registration Form.



Console Unit

Precaution: Only turn the power on when you are sure everything is connected correctly.  
Never insert a cartridge when the power is turned on. Insert the cartridge first, then switch on.



AC Adaptor



Antenna Switch Box



Cable



Side view of Console Unit  
Cartridge Slot



Side view of Console Unit  
Joystick Slots



Games Cartridge  
Games  
Music  
Education  
BASIC Language.



Joystick SJ200



Rear view of Console Unit

RF Antenna Socket  
Channel Selector Switch  
Video Socket  
Printer Port  
Cassette Port  
Power Socket  
Power Switch

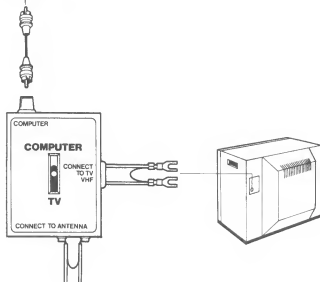
# Connecting the John Sands Sega SC3000 Personal Computer to your home TV and antenna.



Remove the antenna lead from your television set and connect it to the Switch Box. Connect the Switch Box to the antenna connection of your television set.



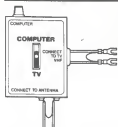
Connect the Switch Box to the RF Antenna Socket of the computer.



External TV Antenna

Set the switch on the Switch Box to either "Computer" or "TV" as required.

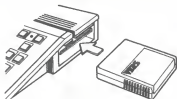
## How to use your John Sands Sega SC3000 Personal Computer.



1. Set the Switch Box to 'Computer'.  
(To watch television, set the Switch Box to 'TV'.)



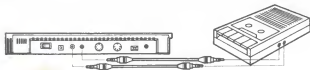
2. Turn your TV to either Channel 3 or 4 and switch your Computer Channel Selector to L for Channel 3 or H for Channel 4.



3. Insert your John Sands Sega SC3000 Cartridge, making sure the power to your computer is turned off.



4. After making sure you have connected everything properly, plug in the AC Adaptor and then turn on the Main Switch of the computer. You're away!



### IMPORTANT

When using a Games Cartridge you cannot use a tape recorder. A tape recorder should only be used with BASIC Language or Music Cartridges.



### Please look after your computer.

The John Sands Sega SC3000 computer is a very fine and complex piece of equipment. Please take care when using or handling it. When not in operation, it is advisable to always disconnect the AC Adaptor.

If you ever do strike a problem, switch off the computer immediately and contact the retailer from whom you bought it.

# Trouble-shooting guide

Before you think about calling for help, use this trouble-shooting guide.

---

Sometimes, you can't get the computer to do what you expect it to do. Usually it's something simple which you can rectify yourself. If the problem remains, after checking through the list below, please contact your retailer who will most certainly be able to help you.

## No picture on screen:

---

- |   |  |   |
|---|--|---|
| • Is the power source properly connected?   | • Is the power switch for the TV turned on?                            | • Is the Switch Box setting set to 'Computer'?  |
| • Is the socket outlet properly plugged in? | • Is the computer channel selector switched to the correct TV channel? | • Make sure that you have not confused the RF Terminal with the Video Terminal at the rear of the computer. |

## Screen flickers or no sound:

---

- |  |  |
|--|--|
| • Are the antenna wires properly and securely connected?                       | • Is the TV colour adjustment correctly set?         |
| • Are you sure the TV fine tuning adjustment hasn't been accidentally changed? | • Is your Cartridge properly 'seated' in its socket? |

## No game sound:

---

- |                                     |   |
|-------------------------------------|---|
| • Is the TV volume setting too low? | • Are any connection cables loose or unconnected? |
|-------------------------------------|---|

## Unsteady pictures on screen:

---

- Are the television set settings for Vertical and Horizontal Hold correctly set?

## 'Fringes' appear on screen during a game:

---

- Turn the fine adjustment setting of your television set until the problem disappears.

## 'Fringes' appear on screen during television programme:

---

- Is the switch on the Switch Box set to TV?
- Is the TV antenna properly connected?

## If you do need service:

---

Please contact the retailer from whom you bought your John Sands Sega SC3000 Personal Computer.

## Warranty

1. The benefits conferred by this Warranty are in addition to all other rights and remedies in respect of the John Sands Sega SC3000 Personal Computer and associated John Sands Sega Software Programs to which the purchaser is entitled under the Trade Practices Act and similar State and Territory Laws of Australia.
2. John Sands Limited, trading as John Sands Electronics of 6 Bay Street Port Melbourne, Victoria ('John Sands Electronics') warrants to the original purchaser (the 'Purchaser') that the John Sands Sega sold to the Purchaser shall be free from defects in materials and workmanship for a period of 90 days from the date of purchase by the Purchaser (the 'Warranty Period'). In the event that a defect covered by this Warranty is discovered within the Warranty Period, John Sands Electronics will, at its option, either repair or replace the Sega upon delivery of the defective Sega by the Purchaser to the John Sands Electronics Sega dealer from whom the Sega was purchased.  
Any claims under this Warranty must be made by the Purchaser to such dealer within the Warranty Period.  
All transport charges incurred by either the Purchaser or John Sands Electronics in connection with a claim under this Warranty shall be paid by the purchaser.  
The Warranty will only apply if, during the Warranty Period, the Sega is properly maintained, used and operated in accordance with the recommendations, instructions and operating limitations specified for the Sega by John Sands Electronics.  
The Warranty does not apply in the following cases:
  - a) Defects, damage or malfunctions suffered by or existing in the Sega resulting from improper handling, accident or act of God, misuse or abuse of the Sega by any person other than John Sands Electronics, failure of electrical power or failure of air conditioning.
  - b) Defects, damage or malfunctions suffered by, or existing in the Sega and developing while in transit for repairs.
  - c) Where repairs or modifications of the Sega are attempted or carried out by any person not authorised to do so by John Sands Electronics.
  - d) Any other defects, damage or malfunctions not due to defects in materials or workmanship of the Sega.
  - e) Defects, damage or malfunctions in, or which are attributable to the use of, any modification made to the Sega unless such modification has been made by, or for, at the direction of John Sands Electronics.
3. The obligations accepted under this Warranty are to be fulfilled by John Sands Electronics, and not any other person, class of persons, or corporation.